AGB-B64E-USA

TRIPLE THE FUN! 3 games in one!

pong

ASTEROIDS

YARS' REVENGE

INSTRUCTION BOOKLET

DSI GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

CONTENTS

INTRODUCTION

Your favorite's are back! Three of the best known arcade classics have been faithfully recreated for your Game Boy® Advance system. Salute your roots by playing Asteroids®, Yars' Revenge® and Pong®!

HISTORY

PONG® HISTORY - Pong®, while not the first video game, was the first coin-op arcade game and the first mainstream video game that was available to almost everyone. Pong® was the impetus for the development of the video-gaming industry, almost single-handedly creating both the home and the arcade video-game markets.

ASTEROIDS® HISTORY -Asteroids® was Atari's answer to Space Invaders. The game was designed by Ed Logg and it utilized a monochrome vector graphics display, which was capable of fast moving objects made of very sharp lines (compared to crude pixel graphics of its time). Combined with great game play it became the biggest selling of game of its time.

YARS' REVENGE® HISTORY - Some games are classics the moment they're released. Yars' Revenge® is one of those games. The story line behind Yars' Revenge® was so interesting that Atari decided to make it into a comic book packaged with the game. The

name of the game is really an inside joke. Yar is Ray spelled backwards, which is supposed to be Ray Kassar the CEO of Atari from 79 to 83.
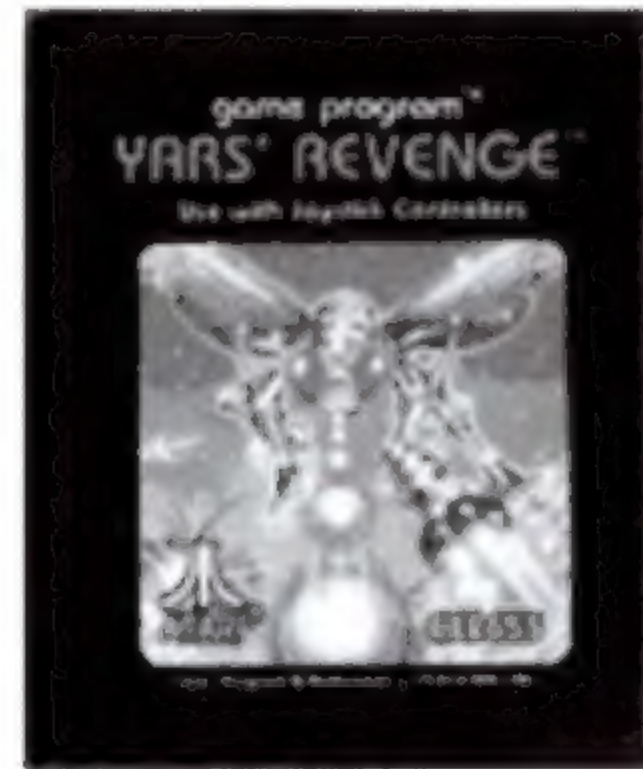
GETTING STARTED

Correctly insert the Pong®, Asteroids®, and Yars' Revenge® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

TITLE SCREEN

Press START from the Title Screen to begin the game.

MAIN MENU

Pong®, Asteroids®, and Yars' Revenge® are all readily accessible from the Main Menu.

MAIN MENU CONTROLS

The main menu is navigated using the following controls:

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Select Game
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Not Available
Select	Not Available

PONG®

Upon selection of Pong® from the main menu, you are taken directly to the Configuration Panel.

PONG®: CONFIGURATION

The first thing you'll need to do is choose whether you wish to play a one or two player game. Games are initialized from the configuration panel. You also exit via the configuration panel. At any time during play, you can return to the configuration panel. There are two game types in Pong®: Single Player and Two Player. Two player games are played sharing one Game Boy® Advance.

PONG®: CONFIGURATION PANEL CONTROLS

The configuration panel controls are as follows:

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Not Available
Control Pad Right	Not Available
A Button	Select
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Not Available

PONG®: THE GAME

The object of the game is quite simply to avoid missing the ball. Pong® is a one or two player game. First player to reach 9 points is the winner!

PONG®: ONSCREEN INFORMATION

Information displayed onscreen is as follows:
Score is shown in the top left of the screen for Player 1 and top right for Player 2

P1 SCORE

CPU/P2 SCORE

PONG®: GAME CONTROLS

The game is played using the following controls. Player 2 controls can be configured in options to use two different button setups.

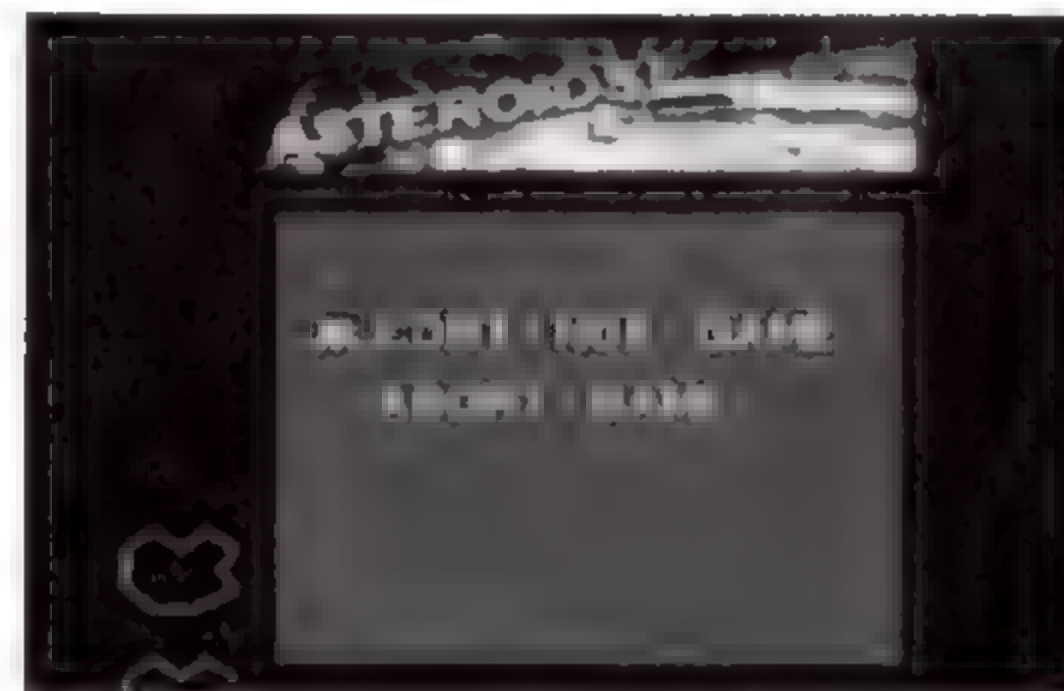| GAME CONTROLS	ACTIONS
Control Pad Up	P1 Move Up
Control Pad Down	P1 Move Down
Control Pad Left	Not Available
Control Pad Right	Not Available
A Button	P2 Move Up
B Button	P2 Move Down
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Not Available

ASTEROIDS®:

Upon selection of Asteroids® from the main menu, you must choose whether you wish to play a one or two player game. One player games are played as is. Two player games are played in a turn-based ("hotseat") fashion. Choose the game type you wish to play by using the Control Pad. Press A Button or Press START to continue.

ASTEROIDS®: CONFIGURATION

Options available to you in Asteroids® are straight-forward. Accessing the configuration panel allows you to pause the game at any time during play as well as it offers a fast means of exiting.

ASTEROIDS®: CONFIGURATION PANEL CONTROLS

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Not Available
Control Pad Right	Not Available
A Button	Select
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Not Available

ASTEROIDS®: THE GAME

Your spaceship is trapped in a deadly asteroid belt. You have to destroy the drifting asteroid boulders before they destroy your spaceship. You'll also need to watch out for the patrolling enemy UFO's! Fire your missiles to destroy the boulders and the enemy. Use hyperspace only as a last resort. With hyperspace, there is no telling where your spaceship will end up! The key to Asteroids® is survival at all costs!

ASTEROIDS®: ONSCREEN INFORMATION

Information displayed onscreen is as follows:
· Score is shown in the top left of the screen for Player 1 and top right for Player 2.
· Lives are shown underneath the respective scores.
· High Score is shown in the top middle of the screen

ASTEROIDS®: CONTROLS

GAME CONTROLS	ACTIONS
Control Pad Up	Thrust
Control Pad Down	Not Available
Control Pad Left	Rotate Counter Clockwise
Control Pad Right	Rotate Clockwise
A Button	Fire
B Button	Hyperspace
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Change Background

YARS' REVENGE®

Upon selection of Yars' Revenge® from the main menu, you are taken directly to the Configuration Panel.
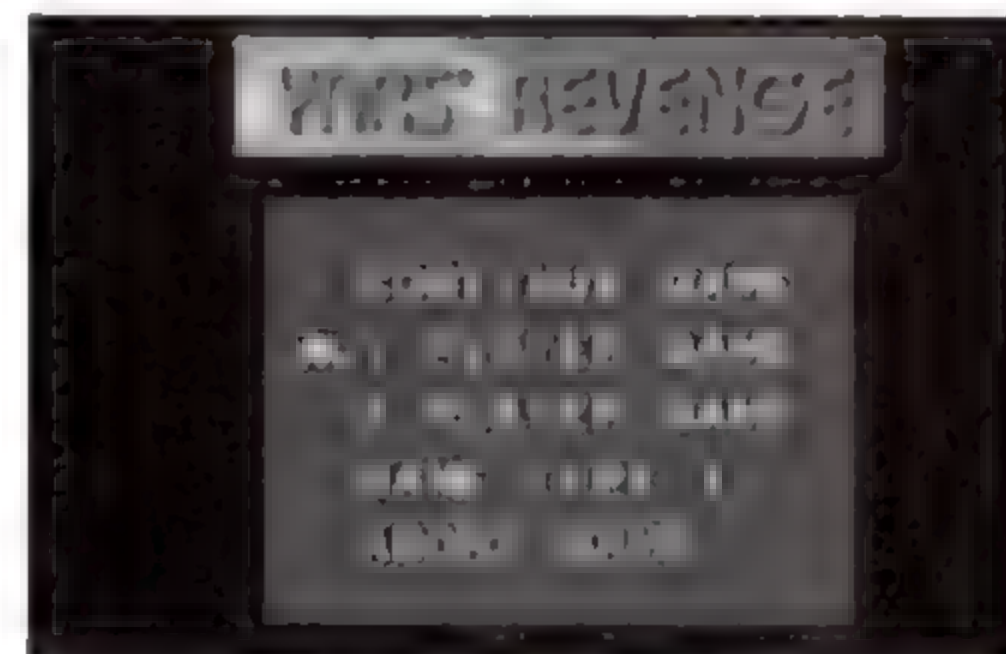
YARS' REVENGE®: CONFIGURATION

The first thing you'll need to do is choose whether you wish to play a one or two player game. Games are initialized from the configuration panel. You also exit via the configuration panel. At any time during play, you can pause play and return to the configuration panel.

There are four different game types in Yar's Revenge® (please refer to "Game Types" section for further info). Two player games are played in a turn-based ("hotseat") fashion.

YARS' REVENGE®: CONFIGURATION PANEL CONTROLS

The configuration panel controls are as follows:

CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Not Available
Control Pad Right	Not Available
A Button	Select
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Not Available

YARS' REVENGE®: THE GAME

The primary objective of Yars' Revenge® is to break through the shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible.

NEUTRAL ZONE

SHIELD

DESTROYER MISSLE

QOTILE

ZORLON CANNON

YAR SCOUT

SWIRL
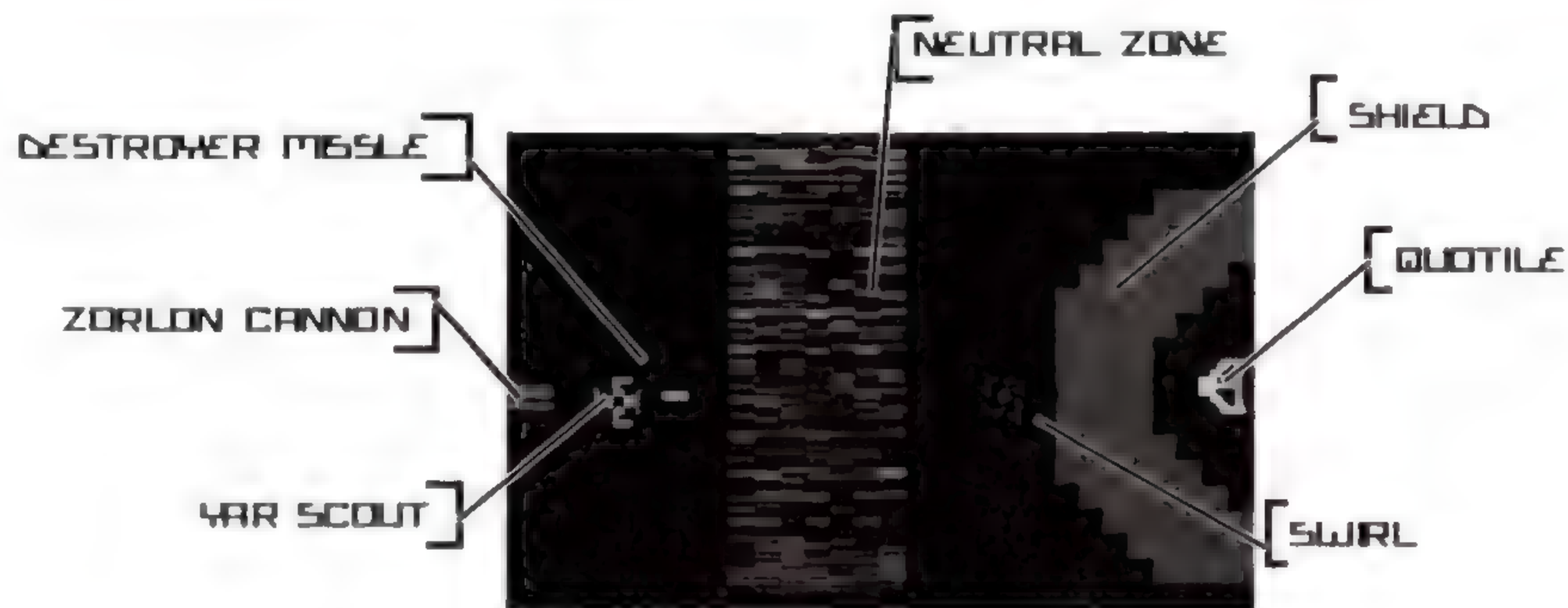
The shield is the red area in front of the Qotile base. It appears in one of two shapes, as an arch, or a shifting rectangle. The shield is made up of cells. The Yar Scout can destroy these cells by firing at them with energy missiles, from any location on the playfield, or by devouring them on direct contact (The Zorlon Cannon can be used to demolish cells, but this is a waste of a powerful weapon).

Once a path has been cleared through the shield, the Zorlon Cannon must be used to destroy the Qotile. To call up the cannon, the Yar can either eat a cell, or run over the Qotile.

The Zorlon Cannon appears on the left side of the playfield, and moves in a direct line with Yar. This means the Yar is its line of fire. It important therefore, to aim the cannon at the Qotile, fire it, and fly out of the way fast!

The Destroyer Missiles come in the more or less constant stream, one at a time. The Yar must do his best to dodge them. Periodically, the Qotile transforms into a swirl. This swirl winds up and rushes off after the Yar. A Swirl can be destroyed by hitting it either in its base location, or in mid-air. As a player's score increases the Swirl becomes increasingly dangerous.

The glittering path down the center of the screen is the Neutral Zone. This area will protect a Yar from Destroyer Missiles but not from Swirls. While in the Neutral Zone, a Yar cannot fire any energy missiles of his own.

When a Yar is hit by a Destroyer Missile, a Swirl, or his own Zorlon Cannon, he dies. Each player has four Yars (turns) to play in a game. Additional Yars can be earned.

YARS' REVENGE®: GAME TYPES

Yars' Revenge® has two difficulty levels - NORMAL and SKILLED. When the difficulty level is changed to SKILLED, the Swirl will be propelled faster, making it harder for the Yar to dodge it. Also, if the Zorlon Cannon and the Destroyer Missile touch, they will destroy each other. All game types can be played in either single player or two player games.

Game 0

This is the simplest version, a good choice for young children. It features a slow Destroyer Missile.

Game 1

This is the standard game, with two alternating Shield configurations, plus a Destroyer Missile, and a Swirl travelling at normal speed.

Game 2

This game features a Zorlon Cannon that bounces off the shield. There are two alternating Shield configurations, plus a Destroyer Missile and a Swirl travelling at normal speeds.

Game 3 (Ultimate Yars):

Ultimate Yars features a bouncing Zorlon Cannon, plus some unusual twists that distinguish it from other Yar Games.

First, you must bounce the Yar against the left side of the screen to make the Zorlon Cannon appear. Also, to make the cannon appear, you need five TRONS. TRONS are units of energy which you can collect at the following rate:

1   Eat a cell from the shield: 1 TRON
2   Touch the Qotile: 2 TRONS
3   Catch a Zorlon Cannon shot after it bounces off the shield: 4 TRONS

If a Yar bounces of the left side with less than five TRONS, it will not get a shot, but it won't lose the TRONS it has, either. (Each time a Yar is destroyed, it loses its TRONS). Each Yar has a capacity of 255 TRONS. If a Yar tries to take on more than that, it will short out and the Yar will lose all its TRONS. The count of TRONS is not displayed on the screen. Yar scouts understand the count instinctively.

YARS' REVENGE®: ONSCREEN INFORMATION

Information is displayed onscreen before each player's turn as follows:
· Player 1 and Player 2 are shown as P1 or P2 respectively in the top left of the screen
· Score is shown as the number in the middle
· Lives are shown underneath the respective scores

SCORE   LIVES
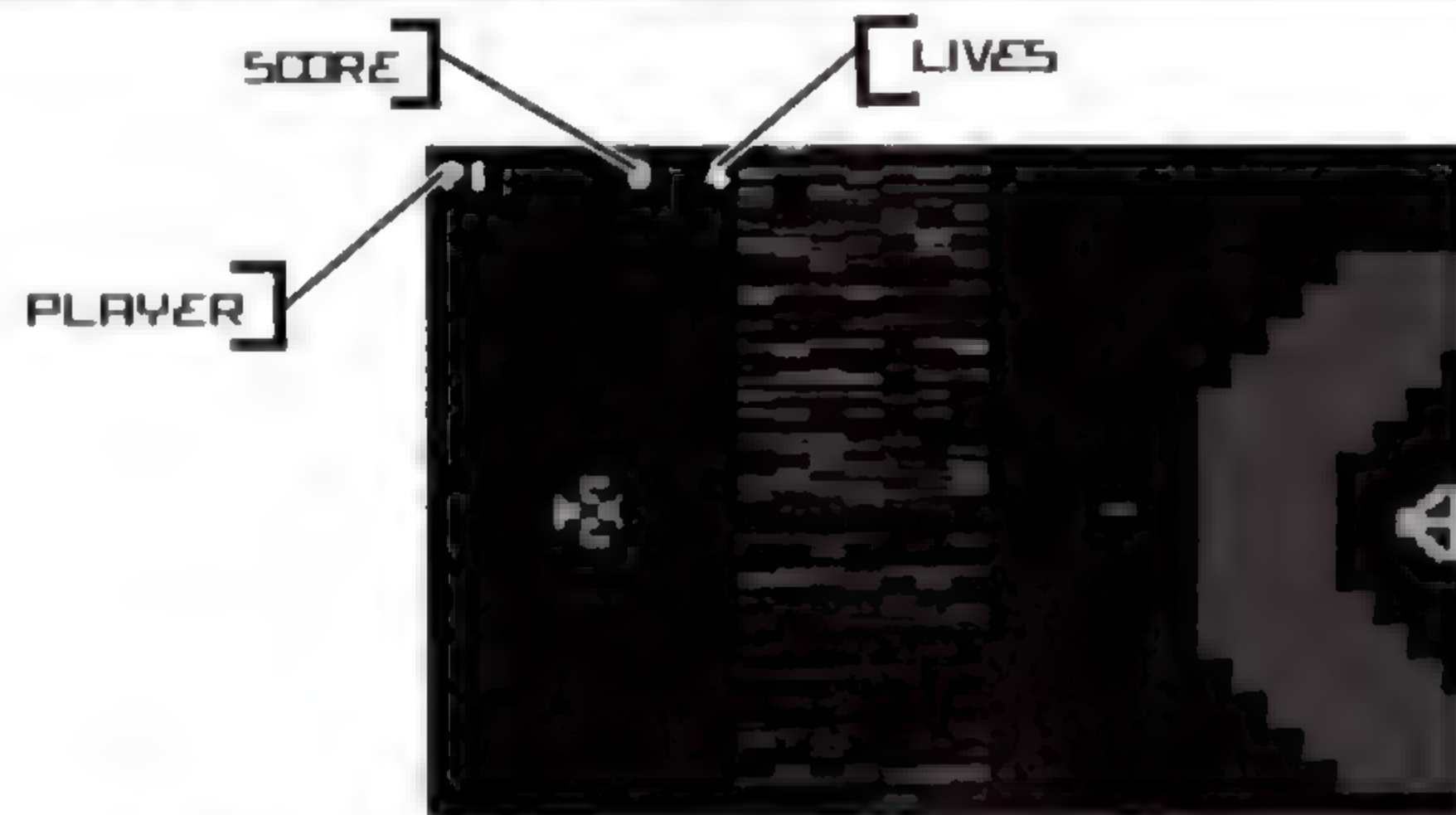
PLAYER

YARS' REVENGE® CONTROLS

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Fire
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Enter/Exit Configuration Panel
Select	Not Available

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